
Subject: Re: Jsonize() Date and Time serialization [patch]

Posted by [mirek](#) on Sat, 12 Jun 2021 06:47:55 GMT

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zsolt wrote on Fri, 11 June 2021 19:51 Quick correction:

This one would be safer for dates:

```
@ -328,12 +328,12 @@ template<> void Jsonize(JsonIO& io, Date& var)
    return;
}
if(IsString(v)) {
- String text = v;
+ String text = Filter(v.ToString(), CharFilterDigit);
    if(text.GetCount() > 6) {
        Date d;
        d.year = ScanInt(text.Left(4));
        d.month = ScanInt(text.Mid(4, 2));
- d.day = ScanInt(text.Mid(6));
+ d.day = ScanInt(text.Mid(6,2));
        if(d.IsValid()) {
            var = d;
            return;
@@ -346,7 +346,7 @@ template<> void Jsonize(JsonIO& io, Date& var)
    if(IsNull(var))
        io.Set(Null);
    else
- io.Set(Format("%04d%02d%02d", var.year, var.month, var.day));
+ io.Set(Format("%04d-%02d-%02d", var.year, var.month, var.day));
}
```

```
template<> void Jsonize(JsonIO& io, Time& var)
@@ -358,15 +358,15 @@ template<> void Jsonize(JsonIO& io, Time& var)
    return;
}
if(IsString(v)) {
- String text = v;
- if(text.GetCount() > 15) {
+ String text = Filter(v.ToString(), CharFilterDigit);
+ if(text.GetCount() > 10) { //seconds may be missing
    Time tm;
    tm.year = ScanInt(text.Left(4));
    tm.month = ScanInt(text.Mid(4, 2));
    tm.day = ScanInt(text.Mid(6, 2));
- tm.hour = ScanInt(text.Mid(9, 2));
- tm.minute = ScanInt(text.Mid(12, 2));
- tm.second = ScanInt(text.Mid(15));
+ tm.hour = ScanInt(text.Mid(8, 2));
+ tm.minute = ScanInt(text.Mid(10, 2));
+ tm.second = ScanInt(text.Mid(12, 2));
}
```

```

    if(tm.IsValid()) {
        var = tm;
        return;
    }
    @@ -379,7 +379,7 @@ template<> void Jsonize(JsonIO& io, Time& var)
    if(IsNull(var))
        io.Set(Null);
    else
-   io.Set(Format("%04d%02d%02d`T%02d:%02d:%02d",
+   io.Set(Format("%04d-%02d-%02d`T%02d:%02d:%02d",
        var.year, var.month, var.day, var.hour, var.minute, var.second));
}

```

This is tough decision - backward incompatible change. At minimum we should make Jsonize recognize old format as well as new...

In any case, so far the Jsonize format was considered like "U++ private", it was not meant for "external" communication.

That said, I am OK with the change, as long as it able to read previous format...

Mirek
